

## What is Claimed is:

- [c1] In combination with an electronic video gaming device including a video screen and means for playing a wagering game, a player amusement feature comprising:
- means for producing a visual amusement display on said video screen;
  - and
  - a control input device operative on player manipulation to at least partially control said visual amusement display.
- [c2] The combination of claim 1, wherein said means for producing a visual amusement display on said video screen is operative to produce said visual amusement display only under certain conditions.
- [c3] The combination of claim 2, wherein said certain conditions are predetermined.
- [c4] The combination of claim 2, wherein said certain conditions are randomly determined.
- [c5] The combination of claim 2, wherein said certain conditions are predetermined and occur on a random basis.
- [c6] The combination of claim 2, wherein said certain conditions are at least partial winning conditions of said wagering game.
- [c7] The combination of claim 2, wherein said certain conditions are bonus winning conditions of said wagering game.
- [c8] The combination of claim 2, wherein said certain conditions are bonus opportunity conditions of said wagering game.
- [c9] The combination of claim 1, wherein player input to said control input device at least partially determines the outcome of at least a portion of said wagering game.
- [c10] The combination of claim 1, wherein player input to said control input device

has no effect on the outcome of said wagering game.

- [c11] The combination of claim 1, wherein said visual amusement display comprises a visual representation of an event determining the outcome of at least a portion of said wagering game.
- [c12] The combination of claim 11, wherein player manipulation of said control input device does not affect the outcome of said visual representation of said event.
- [c13] The combination of claim 11, wherein player manipulation of said control input device determines the outcome of said visual representation of said event.
- [c14] The combination of claim 11, wherein said event comprises at least a portion of a bowling frame.
- [c15] The combination of claim 14, wherein player manipulation of said control input device determines an initial position of a visual representation of a bowling ball.
- [c16] The combination of claim 14, wherein player manipulation of said control input device determines at least one rolling condition of a visual representation of a bowling ball on a visual representation of a bowling lane.
- [c17] The combination of claim 16, wherein said at least one rolling condition comprises rolling release time.
- [c18] The combination of claim 16, wherein said at least one rolling condition comprises degree of hook.
- [c19] The combination of claim 16, wherein said at least one rolling condition comprises direction of hook.
- [c20] The combination of claim 16, wherein said at least one rolling condition comprises approach position.

- [c21] The combination of claim 16, wherein said at least one rolling condition comprises lane condition.
- [c22] The combination of claim 1, wherein said electronic gaming device comprises a virtual reel type slot machine.
- [c23] The combination of claim 22, wherein said virtual reel type slot machine includes reel symbols or indicia pertaining to a bowling theme.
- [c24] The combination of claim 23, wherein said amusement feature comprises an electronic video simulation of at least a portion of a bowling frame.
- [c25] A method of playing an electronic video wagering game, comprising the steps of:
- providing an electronic video gaming device including a video screen and means for playing a wagering game, means for producing a player amusement feature including a visual amusement display on said video screen, and a control input device operative on player manipulation to at least partially control said visual amusement display;
  - affording a player an opportunity to place at least one wager to participate in said wagering game;
  - activating said player amusement feature upon occurrence of a bonus activation condition during play of said wagering game; and
  - affording a player an opportunity to at least partially control said visual amusement display by manipulation of said control input device.
- [c26] The method of claim 25, wherein said certain conditions are predetermined.
- [c27] The method of claim 25, wherein said certain conditions are randomly determined.
- [c28] The method of claim 25, wherein said certain conditions are predetermined and occur on a random basis.
- [c29] The method of claim 25, wherein said certain conditions are at least partial

winning conditions of said wagering game.

- [c30] The method of claim 25, wherein said certain conditions are bonus winning conditions of said wagering game.
- [c31] The method of claim 25, wherein said certain conditions are bonus opportunity conditions of said wagering game.
- [c32] The method of claim 25, wherein player input to said control input device at least partially determines the outcome of at least a portion of said wagering game.
- [c33] The method of claim 25, wherein player input to said control input device has no effect on the outcome of said wagering game.
- [c34] The method of claim 25, wherein said visual amusement display comprises a visual representation of an event determining the outcome of at least a portion of said wagering game.
- [c35] The method of claim 34, wherein player manipulation of said control input device does not affect the outcome of said visual representation of said event.
- [c36] The method of claim 34, wherein player manipulation of said control input device determines the outcome of said visual representation of said event.
- [c37] The method of claim 34, wherein said event comprises at least a portion of a bowling frame.
- [c38] The method of claim 37, wherein player manipulation of said control input device determines an initial position of a visual representation of a bowling ball.
- [c39] The method of claim 37, wherein player manipulation of said control input device determines an initial position of a visual representation of a bowling ball.

- [c40] The method of claim 39, wherein said at least one rolling condition comprises rolling release time.
- [c41] The method of claim 39, wherein said at least one rolling condition comprises degree of hook.
- [c42] The method of claim 39, wherein said at least one rolling condition comprises direction of hook.
- [c43] The method of claim 39, wherein said at least one rolling condition comprises approach position.
- [c44] The method of claim 39, wherein said at least one rolling condition comprises lane condition.
- [c45] The method of claim 25, wherein said electronic gaming device comprises a virtual reel type slot machine.
- [c46] The method of claim 45, wherein said virtual reel type slot machine includes reel symbols or indicia pertaining to a bowling theme.
- [c47] The method of claim 46, wherein said amusement feature comprises an electronic video simulation of at least a portion of a bowling frame.